

UPSB v2

Spin Types

<http://web.archive.org/web/20041231150729/http://www.pentrix.com/upsb2/viewtopic.php?t=1037>

[kam](#)

Site Admin



Joined: 17 Jun 2002

Posts: 3034

Location: San Diego, CA, USA

Posted: Sat Dec 27, 2003 1:42 pm Post subject: Spin Types

To truly understand Pen Spinning, and the way people name pen tricks, one must first know how to distinguish the different types of spins that exist. We have compiled a list of all major types of spins here. It is possible that there are others that have not been discovered yet, or some that are a mix of two or more of these spins.

Remember that these are only the types of Spins used in a trick. They do not necessarily dictate how a trick is classified or named. There are many parts to a trick (one of which is the Spin). Knowing about the different types of spins will help you in understanding and describing a trick, as well as classify the trick properly.

Here are the major types of Spins found to date (Dec. 27, 2003):

Spin Type 1 - **The "Around" Spin**

This is the spin used in the ThumbAround(aka 360 Degree Normal), IndexAround, Neo-Sonic, BackAround, and many others. Basically, the pen spins around part of your hand (usually your finger, but it can be two fingers, part of your hand, etc.). What makes this type of spin impressive is that the pen only contacts the finger at one point during the entire spin. This gives the illusion that the pen is "glued" to your finger.

Spin Type 2 - **The "Twirl" or "Cone" Spin**

This spin is seen in the Charge, Twisted Sonic, and a bit in the Sonic as well. With the pen held between two fingers, loosening and folding the appropriate finger at the precise timing will cause the pen to spin in a double coned shape (if done fast, it looks much like an hour glass). The pen never spins around any finger and remains in place.

Spin Type 3 - **The "Pass"**

The Pass is used in tricks like the FingerPass and Triangle Pass. Simply put, you hold the pen

between your fingers (can be two or more fingers, depending on the type of Pass), move one of the fingers slightly to cause the pen to rotate (no more than 180 degrees), then place another finger in place. This can be seen as similar to the Around Spin, but the Pass usually consists of half (or less) rotations. The pen is held securely by at least two fingers at all times. The Pass is often used in a combination of passes to create a more complex and pleasant effect.

Spin Type 4 - **The "Sonic" Spin**

There's something unique about the trick called Sonic. Although it uses part of the "Cone" Spin, it has something unique that makes the pen go behind one finger (causing it to be parallel to that finger for a moment). Tricks that use this spin include the Sonic, the Inverse Sonic, the Shadow, and others.

Spin Type 5 - **The "Top" Spin**

This spin is classically used on Multiple ThumbSpins (more than 1 rotation). The pen spins on top of your Thumb (or any part of your hand) for multiple rotations. To keep the pen spinning longer, the pen is balanced on its COP when spinning, and a heavier pen is usually better to accomplish this. This is similar to spinning a book or a basketball.

Spin Type 6 - **The "Self-Rotational" Spin.**

Basically, the Self-Rotational Spin comprises of tricks that require self-rotations. Examples of such tricks would be: the Triangle Pass, the Wiper, the Backhand Tracer, and the Backaround. If you put your pen down on a slanted surface and it starts to roll, you are seeing an example of the self-rotational spin. This type of spin is usually found mixed together with other spins, but it's an important spin nonetheless. Understanding of the pen's self-rotation during the learning stages of the Backaround dramatically reduces the amount of time needed to successfully learn the trick.

Spin Type 7 - **The "Through" Spin.**

This spin is a characteristic move of the Infinity family. In this move, the pen is held near the tips with two fingers. During the spin, the longer side of the pen would move from one side of the hand to the opposite side. The pen literally travels "through" the fingers with an axis of rotation that lies between the fingers, hence the name "Through" Spin.

Spin Type 8 - **The "Air" Spin.**

The Air Spin is perhaps the broadest family of spin. This is because the Air Spin comprises of several other types of spins that are mentioned above, but only performed in the air. In other words, as long as the pencil spins in anyway without contact of any body parts, the spin would be considered as an Air Spin.

Pen Spinning Naming Committee
UPSB
2003/12/27

Kam - www.pentrix.com Site Owner, UPSB Admin,
[PS Naming Committee Moderator](#)